AMENDMENTS TO THE CLAIMS

1.   (Currently amended) A game system for playing a battle game in which a character which is an operation target of a player and an opponent make an attack on each of other based on information recorded in a character card and an attack content card, the card game system comprising:

a reading device configured to read the information recorded in the character card and the attack content card;

a character information storage device configured to store character information that is information about offensive abilities of the character in association with character identification information for identifying a type of the character;

an attack content information storage device configured to store information about a degree of difficulty of an attack, content of the attack, and attack information including a magnitude of the attack on the opponent made according to the attack content in association with attack content identification information for identifying a type of the attack content;

a control information storage device configured to store attack control information set based on the information about the offensive abilities and the information about the degree of difficulty in association with the character identification information and the attack content identification information, the attack control information representing a degree of change of the magnitude of the attack,

wherein the character identification information is stored in the character card corresponding to the character identification information, and

wherein the attack content identification information is stored in the attack content card corresponding to the attack content identification information,

the card game system further comprising:

a character setting device configured to set, when the character identification information stored in the character card is read by the reading device, the character identification information as the operation target;

an attack control device configured to read, when the attack content identification information stored in the attack content card is read by the reading device after the character identification information is set by the character setting device, the attack control information associated with the attack content identification information and the character identification information set as the operation target from the control information storage device, to read the magnitude of the attack associated with the attack content identification information from the attack content information storage device, and to change the magnitude of the attack based on the attack control information;

a result device configured to obtain a status result that can influence the opponent according to the magnitude of the attack controlled by the attack control device; and

a control information update device configured to read, when the specific conditions correlated to the character identification information and the attack content identification information are satisfied, the attack control information associated with the character identification information and the attack content identification information correlated to the specific conditions from the control information storage device to change a content of the attack control information, and to update the content of the attack control information to the changed content of the attack control information.

2.   (Previously presented) The card game system according to claim 1, wherein the attack control device controls the magnitude of the attack based on the attack control information when the attack content identification information stored in the attack content card is read within a specific time during the battle game.

3.   (Previously presented) The card game system according to claim 1, wherein the control information update device changes a degree of a change of the attack control information in the case that the specific conditions are satisfied, based on the obtained content of the attack control information.

4.   (Previously presented) The card game system according to claim 1, wherein

the control information update device updates a content of the information about the offensive abilities stored in association with the character identification information correlated to the specific conditions when the specific conditions are satisfied, and

the control information update device obtains the attack control information, based on the updated content of the information about the offensive abilities and on the information about the degree of difficulty stored in association with the attack content identification information correlated to the specific conditions, and updates the content of the attack control information stored in association with the character identification information and the attack content identification information correlated to the specific conditions to a content of the obtained attack control information.

5.   (New) The card game system according to claim 1, wherein the specific conditions include an experiental value.

6.   (New) The card game system according to claim 5, wherein the experiential value can be increased through training.

7.   (New) The card game system according to claim 5, wherein the experiential value is associated with a particular attack.

8.   (New) A game system for playing a battle game in which a character and an opponent attack each other based on information recorded on a character card and a plurality of attack cards, the game system comprising:

a reading device configured to read the information recorded on a character card and a plurality of attack cards;

a character information storage device configured to store information about offensive abilities of the character in association with character identification information for identifying the character;

an attack content information storage device configured to store information about a magnitude of an attack on the opponent in association with attack content information for identifying the attack;

a control information storage device configured to store attack control information representing a degree of change in the magnitude of the attack;

a control information update device configured to, when specific conditions correlated to the character identification information and the attack content identification information are satisfied:

read the attack control information associated with the character identification information and the attack content identification information from the control information storage device; and

update the attack control information;

an attack control device configured to, when attack content identification information stored one of the attack content cards is read by the reading device:

read the attack control information associated with the attack content information and the character identification information from the control information storage device;

read the magnitude of the attack associated with the attack content information from the attack content information storage device; and

change the magnitude of the attack based on the attack control information; and

a result device configured to determine an effect of the attack on the opponent based on the magnitude of the attack as determined by the attack control device.

9.   (New) The game system according to claim 8, wherein the specific conditions include an experiental value.

10.   (New) The game system according to claim 9, wherein the experiential value can be increased through training.

11.   (New) The game system according to claim 9, wherein the experiential value is associated with a particular attack.

12.   (New) A method for playing a battle game in which a character and an opponent attack each other based on information recorded on a character card and a plurality of attack cards, the method comprising:

       reading the information recorded on a character card and a plurality of attack cards;

       storing information about offensive abilities of the character in association with character identification information for identifying the character;

       storing information about a magnitude of an attack on the opponent in association with attack content information for identifying the attack;

       storing attack control information representing a degree of change in the magnitude of the attack;

       when specific conditions correlated to the character identification information and the attack content identification information are satisfied:

              reading the attack control information associated with the character identification information and the attack content identification information; and

              updating the degree of change in the magnitude of the attack represented by the attack control information including; and

       when attack content identification information stored one of the attack content cards is read:

              reading the attack control information associated with the attack content information and the character identification information;

              reading the magnitude of the attack associated with the attack content information; and

              changing the magnitude of the attack based on the degree of change in the magnitude of the attack represented by the attack control information; and

              determining an effect of the attack on the opponent based on the magnitude of the attack.

13.   (New) The method according to claim 12, wherein the specific conditions include an experiential value.

14.   (New) The method according to claim 13, wherein the experiential value can be increased through training.

15.   (New) The method according to claim 13, wherein the experiential value is associated with a particular attack.